

IN THE CLAIMS

Please amend the claims as follows:

Claim 1 (Currently Amended): A game execution system comprising:

a game ~~control means for controlling controller configured to control~~ a predetermined game, the game ~~control means~~ controller allowing the game to be executed between the game ~~control means~~ controller and a terminal according to an instruction from the terminal;

a time management unit configured to advance an entry time in which a user can enter the game;

a decision unit configured to decide a result of the game before the entry time managed by the time management unit elapses;

a forecast information obtaining unit configured to obtain a forecast information including a forecast for the result of the game from the user before the entry time managed by the time management unit elapses;

a determination unit configured to determine, based on the result decided by the decision unit and forecast information obtained by the forecast information obtaining unit, whether the result of the game agrees with the forecast or not, before the entry time managed by the time management unit elapses; and

a calculation unit configured to calculate a predetermined amount of money to pay to the user based on the determination by the determination unit before the entry time managed by the time management unit elapses.

Claim 2 (Currently Amended): The game execution system as set forth in claim 1, wherein:

the game ~~control means~~ controller is configured to control the game comprising a plurality of programs; and

the terminal is configured to obtain some of the programs controlled by the game ~~control means~~ controller, and to execute part of the game based on obtained programs.

Claim 3 (Original): The game execution system as set forth in claim 2, wherein the game is a mass game a plurality of users enter.

Claim 4 (Original): The game execution system as set forth in claim 3, wherein the mass game is a competitive game in which a plurality of racehorses race and placings of each of the racehorses are decided.

Claim 5 (Currently Amended): The game execution system as set forth in claim 4, ~~further comprising: wherein~~

[[a]] ~~the decision means for deciding unit decides~~ a racehorse to win the competitive game,[[;]] and ~~the game execution system further comprising~~

an advancement ~~means for advancing unit configured to advance~~ the competitive game such that the racehorse decided by the decision ~~means unit~~ wins in the competitive game.

Claims 6-7 (Canceled).

Claim 8 (Currently Amended): The game execution system as set forth in claim [[6]] 5, further comprising:

an effect decision ~~means for deciding unit configured to decide~~ effect contents of each of the racehorses to race in the competitive game after a lapse of the entry time managed by the time management ~~means unit~~; and

a display ~~means for displaying~~ unit configured to display the effect contents decided by the effect decision ~~means~~ unit.

Claim 9 (Currently Amended): The game execution system as set forth in claim 8, further comprising:

a ~~count means for counting the~~ counter configured to count a number of users entering the competitive game; wherein[[,]]

the effect decision ~~means~~ unit is configured to decide the effect contents, in accordance with the number of users counted by the ~~count means~~ counter.

Claim 10 (Currently Amended): The game execution system as set forth in claim 9, wherein the effect decision ~~means~~ unit is configured to decide an effect time of the effect contents, in accordance with the number of users counted by the ~~count means~~ counter.

Claim 11 (Canceled).

Claim 12 (Currently Amended): The game execution system as set forth in claim [[11]]1, further comprising:

a start management ~~means for managing~~ unit configured to manage a start time to display [[the]] effect contents; and

a display ~~means for displaying~~ unit configured to display the effect contents when the start time managed by the start management ~~means~~ unit elapsed.

Claim 13 (Canceled).

Claim 14 (Currently Amended): The game execution system as set forth in claim [[11]] 12, further comprising a contents changing ~~means for changing~~ unit configured to change the effect contents, based on the determination by the result determination ~~means~~ unit.

Claim 15 (Currently Amended): The game execution system as set forth in claim [[11]] 12, further comprising an extension ~~means for extending the~~ unit configured to extend ~~an~~ effect time of the effect contents, based on the determination by the result determination ~~means~~ unit.

Claim 16 (Currently Amended): The game execution system as set forth in claim [[11]] 12, further comprising a notification ~~means for notifying~~ unit configured to notify the terminal of the determination by the result determination ~~means~~ unit or the ~~final~~ result.

Claim 17 (Currently Amended): The game execution system as set forth in claim [[11]] 12, wherein the notification ~~means~~ unit notifies the terminal of the determination by the result determination ~~means~~ unit or the ~~final~~ result after a ~~lapse~~ an elapse of the start time managed by the start management ~~means~~ unit.

Claim 18 (Original): The game execution system as set forth in claim 1, further comprising:

an authentication means for obtaining identification information identifying the user and checking whether the user is an authentic person or not, based on obtained identification information; and

a transmission means for transmitting some of the programs of the game, based on the result of the checking by the authentication means.

Claim 19 (Currently Amended): A game execution method ~~comprising~~, employed at a game control means for controlling execution system including a game controller configured to control a predetermined game, ~~allowing game and allow~~ the game to be executed between the game ~~control means~~ controller and a terminal according to an instruction from the terminal, the game execution method comprising the steps of:

managing an entry time in which a user can enter the game;

deciding a result of the game before the managed entry time elapses;

obtaining forecast information including a forecast for the result of the game from the user before the managed entry time elapses;

determining, based on the decided result of the game and the obtained forecast information, whether the result of the game agrees with the forecast or not, before the managed entry time elapses; and

calculating a predetermined amount of money to pay to the user based on the determination determined at the determining step before the managed entry time elapses.

Claim 20 (Currently Amended): The game execution method as set forth in claim 19, further comprising the steps of:

~~at the game control means, controlling the game comprising a plurality of programs by the game controller; and~~

~~at the terminal, obtaining some of the programs controlled by the game control means controller, and executing part of the game based on the obtained programs, by the terminal.~~

Claim 21 (Original): The game execution method as set forth in claim 20, wherein the game is a mass game a plurality of users enter.

Claim 22 (Original): The game execution method as set forth in claim 21, wherein the mass game is a competitive game in which a plurality of racehorses race and placings of each of the racehorses are decided.

Claim 23 (Currently Amended): The game execution method as set forth in claim 22, ~~further comprising the steps of:~~ wherein

~~deciding~~ a racehorse to win the competitive game is decided at the deciding step,[[;]]
and the game execution method further comprising the step of

advancing the competitive game such that the decided racehorse wins in the competitive game.

Claims 24-25 (Canceled).

Claim 26 (Currently Amended): The game execution method as set forth in claim [[24]] 23, further comprising the steps of:

deciding effect contents of each of the racehorses to race in the competitive game after ~~a lapse~~ an elapse of the managed entry time; and

displaying the decided effect contents.

Claim 27 (Currently Amended): The game execution method as set forth in claim 26, further comprising the steps of:

counting [[the]] a number of users entering the competitive game; and

deciding the effect contents in accordance with the counted number of users.

Claim 28 (Original): The game execution method as set forth in claim 27, further comprising the step of deciding an effect time of the effect contents in accordance with the counted number of users.

Claim 29 (Canceled).

Claim 30 (Currently Amended): The game execution method as set forth in claim [[29]] 19, further comprising the steps of:

managing a start time to display [[the]] effect contents; and
displaying the effect contents when the managed start time elapsed.

Claim 31 (Canceled).

Claim 32 (Currently Amended): The game execution method as set forth in claim [[29]] 30, further comprising the step of changing the effect contents based on the result of the determination.

Claim 33 (Currently Amended): The game execution method as set forth in claim [[29]] 30, further comprising the step of extending the effect time of the effect contents based on the result of the determination.

Claim 34 (Currently Amended): The game execution method as set forth in claim [[29]] 30, further comprising the step of notifying the terminal of the result of the determination or the ~~final~~ result.

Claim 35 (Currently Amended): The game execution method as set forth in claim [[29]] 30, further comprising the step of notifying the terminal of the result of the determination or the ~~final~~ result after a ~~lapse~~ an elapse of the managed start time.

Claim 36 (Original): The game execution method as set forth in claim 19, further comprising the steps of:

obtaining identification information identifying the user and checking whether the user is an authentic person or not, based on the obtained identification information; and
transmitting some of the programs of the game, based on the result of the checking.